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INDIVIDUAL TRAINING IN COLLECTING AND REPORTING MILITARY INFORM--ETC(U)

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A GUIDE TO ASSIST THE COMMANDER OF A SMALL
UNIT IN PROMOTING REALISTIC TRAINING

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INDIVIDUAL TRAINING
in

LEVEL II

COLLECTING AND REPORTING
MILITARY INFORMATION

Volume I.

12
3pp.



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FOR THE CHIEF:

A large, stylized handwritten signature in black ink, which appears to read "Alexander Nicolini", is written over the typed name and title.

ALEXANDER NICOLINI
Major, Infantry
R&D Coordinator

*Individual Training in Collecting and Reporting
Military Information Vol I*
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CHAPTER 1 - WHAT THE INDIVIDUAL MUST KNOW AND DO

Section I - GENERAL

1. The duties of the individual soldier as an intelligence agent are "to observe" and "to report." Seldom, if ever, will the individual soldier be called upon to report complete intelligence. He will merely report what he saw, where he saw it, and when he saw it, to his immediate commander or leader.

2. Before the soldier can be expected to make such reports, he must be thoroughly impressed with the fact that his front line reports are vital to the success of the operation.

3. The soldier must also be trained in several basic subjects so that he knows how to observe and how to report.

4. To be proficient, the individual soldier must have a working knowledge of the following:

a. Observation (by day or night):

- (1) Direction and location - use of compass and map.
- (2) Distance - range estimation and map distance.
- (3) Recognition by sight - enemy personnel, trucks, tanks, and equipment.
- (4) Recognition by sound - weapons and vehicles.
- (5) Memory exercise - involving military objects and personnel.
- (6) Use of field glasses and mil relation formula.

b. Reporting:

- (1) Oral reports.
- (2) Message writing.
- (3) Sketching.
- (4) Turnover of enemy documents and equipment.
- (5) Use of telephone and radio.

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5. This brief is a practical guide which will assist the small unit commander in realistic intelligence training, integrated with the training program. Further expansion of the thought promulgated here is left to the ingenuity of the unit commander. A complete coverage of all possible situations is not attempted in the following pages; exploration and elaboration of the basic idea is urged on all ranks and grades.

Section II - HISTORICAL EXAMPLE

6. The problem of realistic intelligence training is not a new one. The situation today is magnified by the realization of its absolute importance. For today with the speed of movement on the ground, on the seas, and in the air, the commander has all but lost his "time cushion," and it remains for intelligence, advance warning, to give him back his buffer.

7. The following is offered as a historical example of the differences that can be found among the regiments of a Division:

"Why, within a Division, would there be so much difference in reporting information? Did not all three regiments train under the same directives? Was one regiment simply lucky? Was only one certain individual properly trained? Or had proper training been extended down through the outstanding regiment?

"In order to answer these questions, let us quickly review pertinent phases of the training history of the regiment. The regimental S2, first of all, believed in intelligence and intelligence training, and he knew that the men in his regiment were intelligent, courageous, and capable. He believed that good combat intelligence was primarily based upon proper reporting of information, and that men would properly report information if trained to do so.

"From the time the regiment was activated, until the time it sailed for home after the war was over, reporting of information was a part of most phases of training, not because of training directives, but because the S2, through his own initiative and enthusiasm, sold it to the officers of his regiment. Men running an obstacle course in basic training were suddenly confronted with a realistic dummy in enemy clothes. At the end of the course they reported the incident, giving who, what, when, and where. A squad learning to maneuver would find some 'enemy' in the exercise that they would be expected to report accurately. Marches would have their monotony broken up by sudden 'attacks' or 'enemy fire' and the incident would be reported. Practically no phase of training was free of some 'enemy' activity and its subsequent reporting. Not only did reporting of information become second nature to the men, but it added zest to their training, and made better fighting men of them. They were 'enemy conscious.'

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"That training didn't stop when they sailed for overseas. Replacements received it before they went into the line and by then it had become a tradition, a 'way of doing things' in that regiment. Officers and men played the 'enemy game' of reporting information without being directed. They were 100% sold on intelligence.

"Historically, the regiment had many 'firsts.' It was the first to report new type artillery shells, the first to send back specimens of a new type Panzerfaust, the first to get identifications of new enemy units in the line, and the first to report a build-up for an attack or withdrawal. More important than the 'firsts' were the results of such aggressiveness. Patrols sent out brought back the needed information. Attacks were wisely planned because the regiment knew where the enemy was and what he was doing. Lives were saved and the battle made easier because the men knew the importance of reporting information, what to report, and how to report it."

Section III - INTEGRATION WITH INDIVIDUAL TRAINING

8. The training of the individual cannot begin too early; it may be initiated during the soldier's early days with the training division, even before he has commenced his "formal education" in those subjects which will assist him in observation and reporting. The following exercises and techniques lend themselves to employment during the individual training program:

a. Situation No 1. - Problems of range estimation.

Erect a post in a suitable location in the company area where the average individual will pass during the day. Post may be painted a bright color to attract attention. Recognized cultural or terrain features should be visible from its location. Twice weekly, or even more frequently, tack a card on the post bearing a question of this nature -- "What is the range to the corner of the PX?", or "What is the range to the water tower?" Any cultural or recognizable terrain feature will do. When the card is changed, place the answer to the last question on the new card along with the new problem.

To insure that your problem is getting "a play," require the soldier to report his answer to his squad leader.

Materials required: One post, approximately 2"x4"x6'.
Thumb tacks.
Cards, 8"x10" as desired.

b. Situation No 2. - Recognition.

Obtain an Aggressor shirt and helmet from the battalion S2, drive a nail in the post and hang the shirt. Place the helmet on top of the post. Pin a card to the shirt with the following message:

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"I am your enemy. What is my rank and branch of service?
If you don't know, look me up in FM 30-101."

You can vary the rank on the shirt; however, place the answer of the previous problem on the card with your new problem.

Again, to insure that you're getting "play" on your problem, require the soldier to report his answer to the squad leader.

Materials required: The same post, with nail.
Helmet and Aggressor shirt.
8"x12" cards as required.

c. Situation No 3. - Turn-in of documents.

On your same post pin an Aggressor leaflet with a card asking, "What do you do when you find me? If you don't know, look me up in paragraph 136b, FM 21-75." The leaflet may in several days be exchanged for any of the documents found in the "Commander's Kit" or may be obtained from the battalion S2. You may even desire to make your own. Remember, with each change of item include the answer to the last problem along with your new question.

Have the soldier report his solution to the squad leader.

Materials required: Leaflet and Aggressor document.
8"x12" cards as desired.

d. Situation No 4. - Recognition.

Select an illustration of an armored vehicle from FM 30-40; with a "skin sheet" trace a silhouette and superimpose the Aggressor trigon or green equilateral triangle on the tracing. Post this tracing on your intelligence sign post with the question, "What am I? If you don't know, look me up in FM 30-40."

You can vary your postings, using the more common type armored vehicles.

Materials required: Tracing paper.
Thumb tacks.
Cards, 8"x12" as required.

e. Situation No 5. - Recognition and reporting.

When your unit is using the obstacle course, obtain several Aggressor uniforms and stuff them with paper or excelsior. Place the dummies between stations on the obstacle course where they will be discovered accidentally.

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Solution. - Require the soldier to report to the squad leader where, when, and what he discovered.

Materials required: 2 Aggressor uniforms.
Waste paper or excelsior.

f. Situation No 6. - Recognition and reporting.

During the practical work phase of Interior Guard Duty when the trainee is placed on post, an officer or NCO dressed in Aggressor uniform appears on the sentry's post and violates a special or general order.

The soldier is required to apprehend the Aggressor and turn him over to the corporal of the guard.

Materials required: One Aggressor uniform.

g. Situation No 7. - Recognition, reporting, and return of captured documents.

During the practical work phase of Interior Guard Duty when the trainee is placed on post, an officer or NCO dressed in Aggressor uniform appears on the sentry's post and violates a special or general order. When the sentry approaches, the Aggressor flees, dropping a document.

Solution. - The soldier is required to secure the document and turn it over to the corporal of the guard, stating when, where, and how he obtained it. He also reports the rank and branch of the Aggressor.

Materials required: One Aggressor uniform.
Aggressor document.

h. Situation No 8. - Memory tests.

During a ten-minute break following a period of preliminary instruction on the rifle, machine gun, submachine gun, or Browning automatic rifle while the individual is studying disassembly and assembly of the piece, an NCO can select several parts and/or assemblies of the weapon and cover them. He then assembles his squad about him and cautions them to be prepared to observe and report what they see. The squad leader removes cover for a timed period, then replaces it.

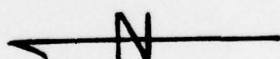
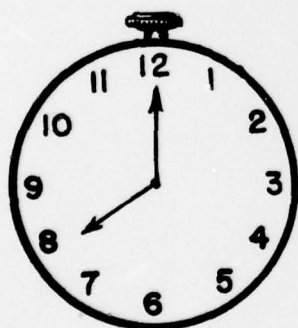
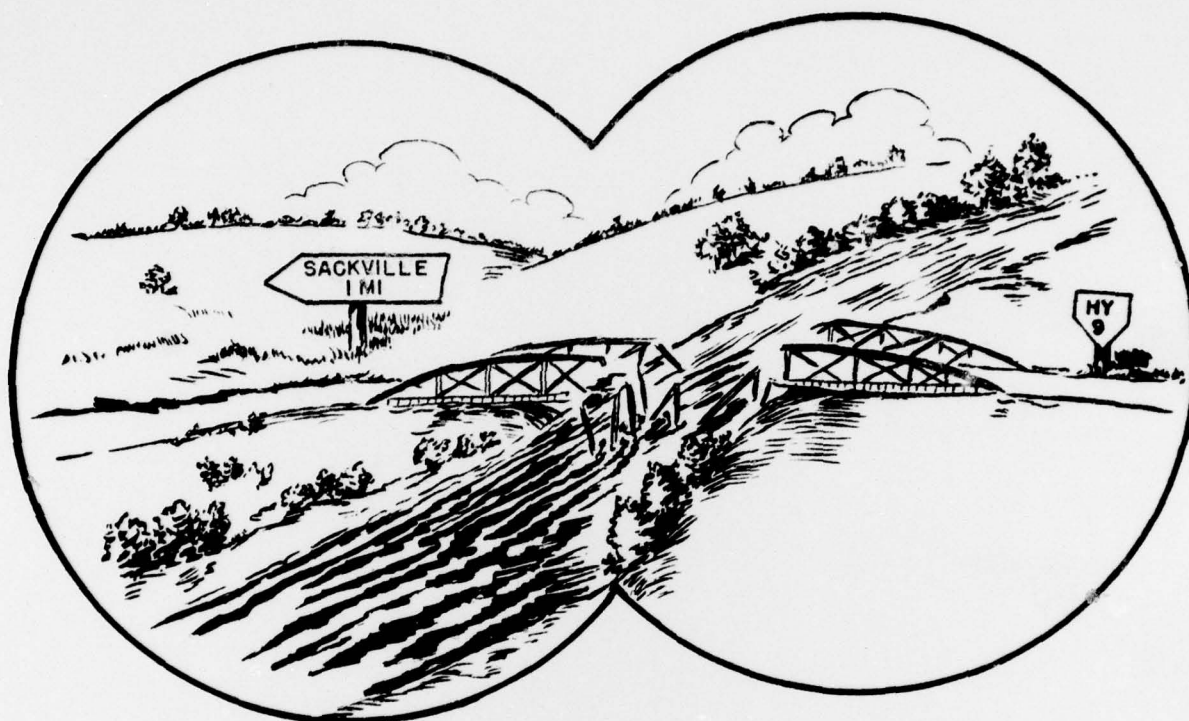
Solution. - Soldier is required to name parts and assemblies.

As the individual's proficiency increases, the NCO may increase the number of parts and decrease the time exposed.

1. The following situations, 9-14 inclusive, may be presented during a ten-minute break, on your intelligence post, or almost any time when you have a few minutes to spare.

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(1) Situation No 9. - Recognition, orientation and report.



It is early morning and you are on a reconnaissance patrol. You observe this through your field glasses. What is your written report?

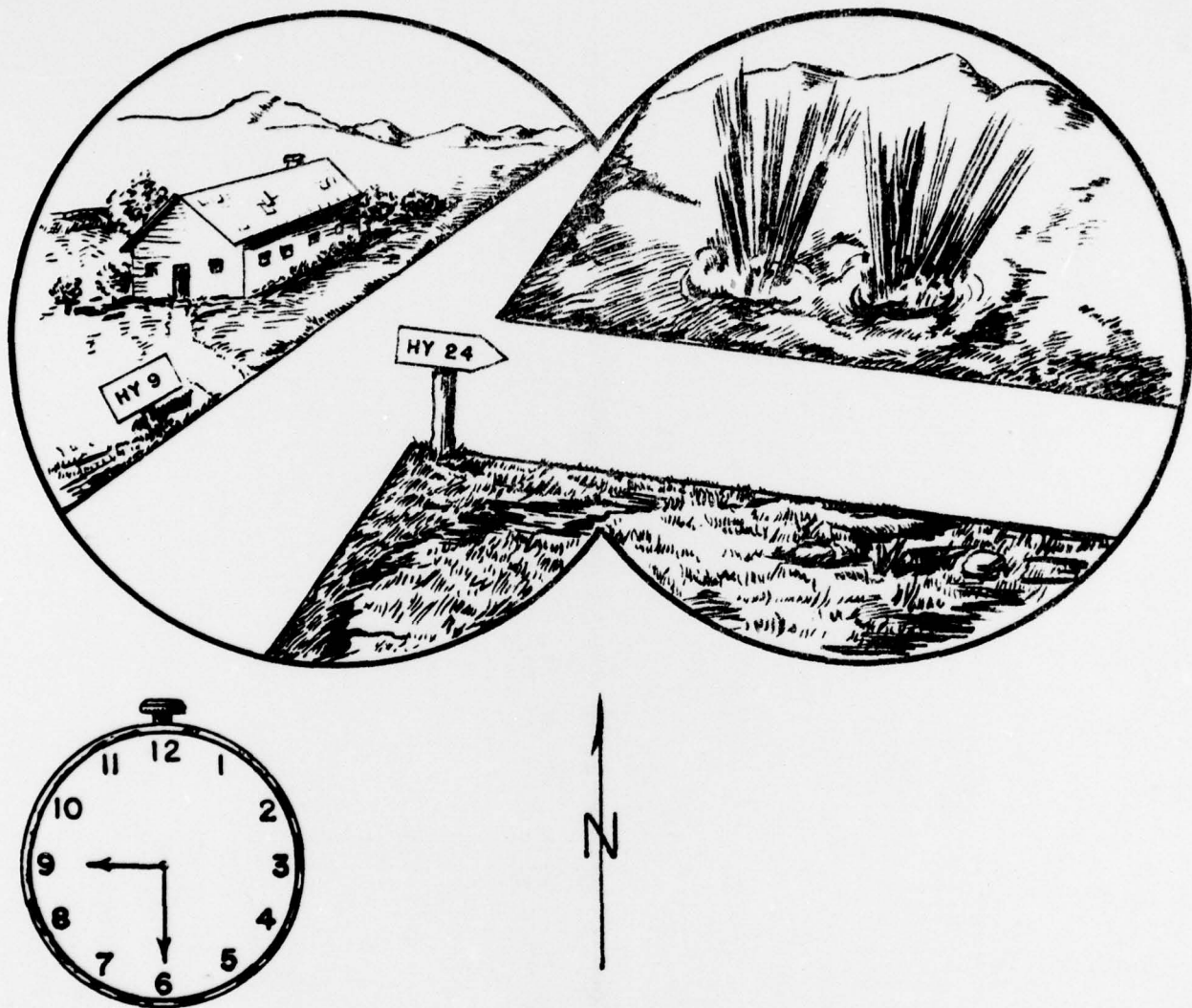
Solution. - Blown bridge on Hwy 9, one mile south of Sackville, 0800 hours.

Materials required: Copy of this sketch.
Message blank, pencil.

(Solution and materials should be left off of sketch given to soldier.)

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(2) Situation No 10. - Recognition, orientation and report.



You are an observer at OP No 1 and see the above scene through your field glasses. What is your written report?

Solution. - Two artillery rounds landed 50 yds northeast of RJ Hwy 9 and Hwy 24 at 0930 hours.

Materials required: This sketch.

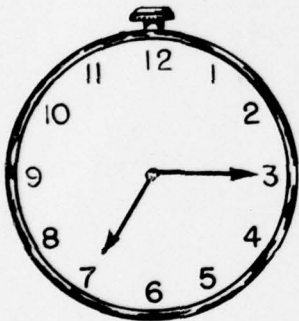
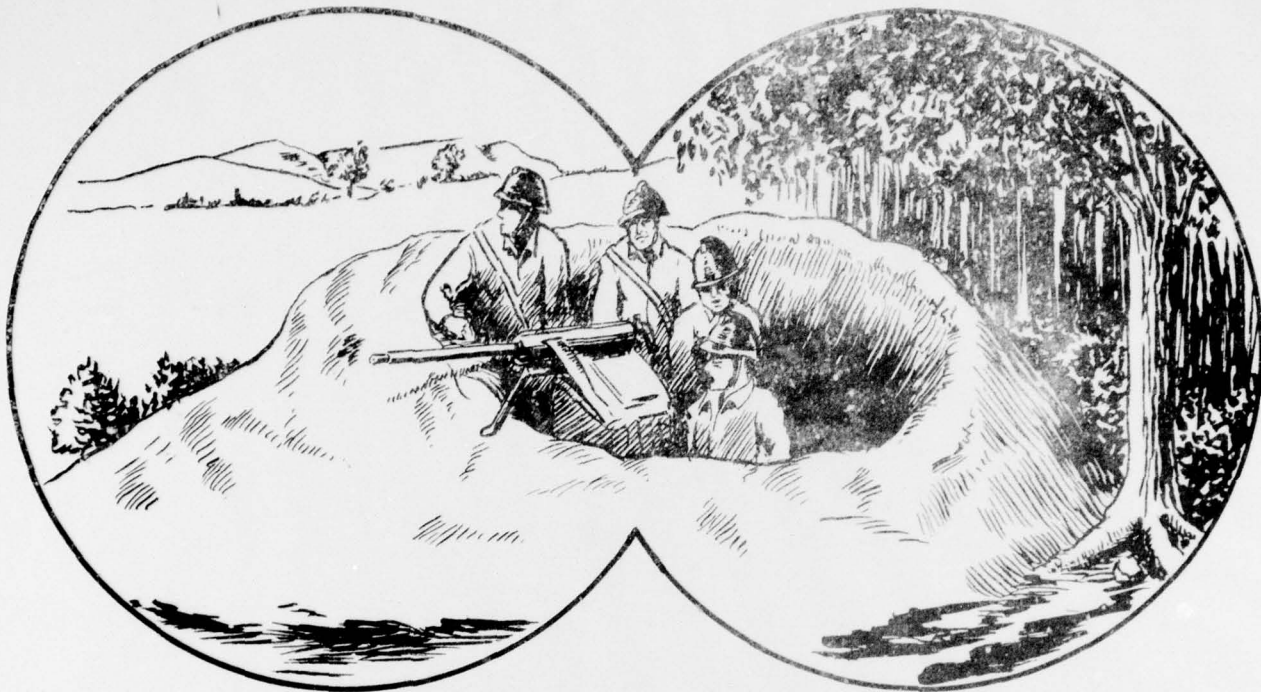
Message blank, pencil.

(Solution and materials should be left off of sketch given to soldier.)

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(3) Situation No 11. - Recognition, orientation and report.



You are an observer at OP No 10. 500 yds to your direct front you observe this group of Aggressors through your field glasses. What is your oral report? What is your written report?

Solution. - 4 enemy Aggressors with a light machine gun observed dug in 500 yds north of OP No 10 at 0715 hours.

Extra credit might be given if observer designates azimuth of principal direction of fire of MG - 270° .

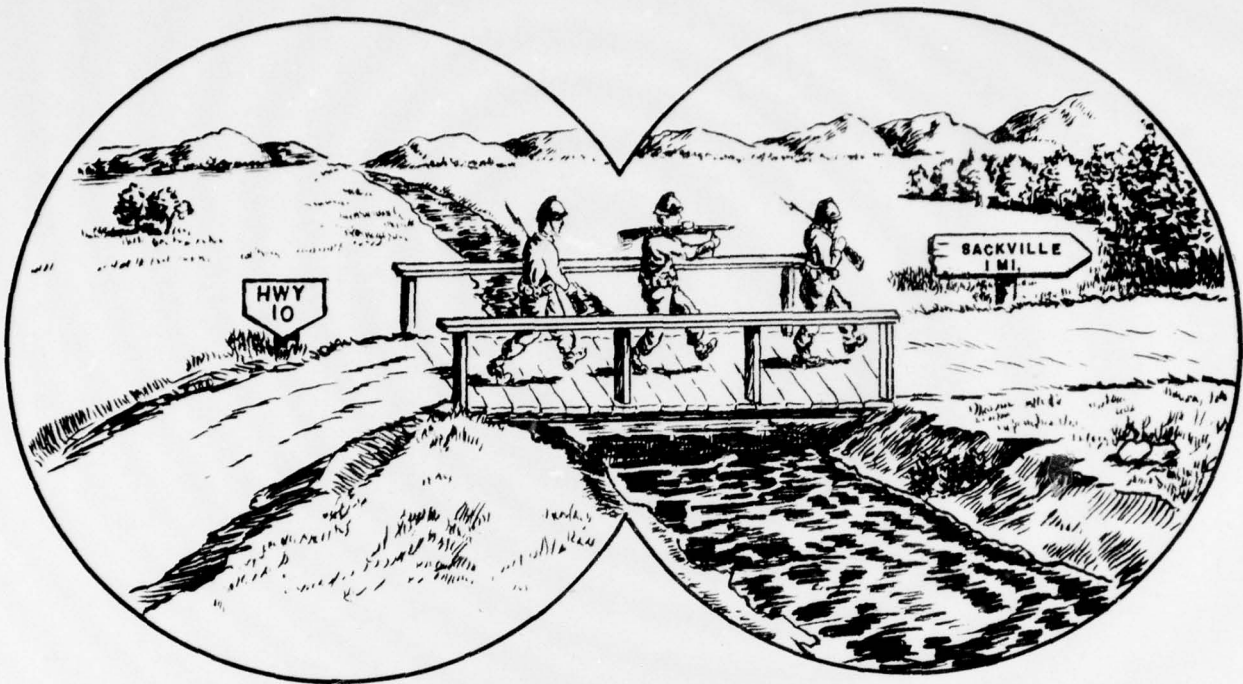
Materials required: Sketch similar to this.
Message blank, pencil.

(Solution and materials should be left off of sketch given to soldier.)

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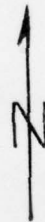
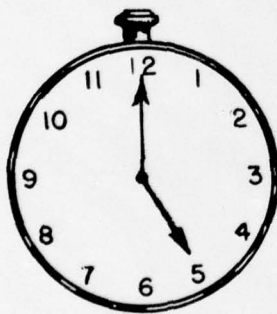
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(4) Situation No 12. - Recognition, orientation and report.



It is late in the afternoon and you are out on a reconnaissance patrol when you observe the above through your field glasses. What is your written report?

Solution. - 3 enemy Aggressors armed with a light machine gun and rifles marching east on Hwy 10 crossed bridge 1 mile south of Sackville at 1700 hours.



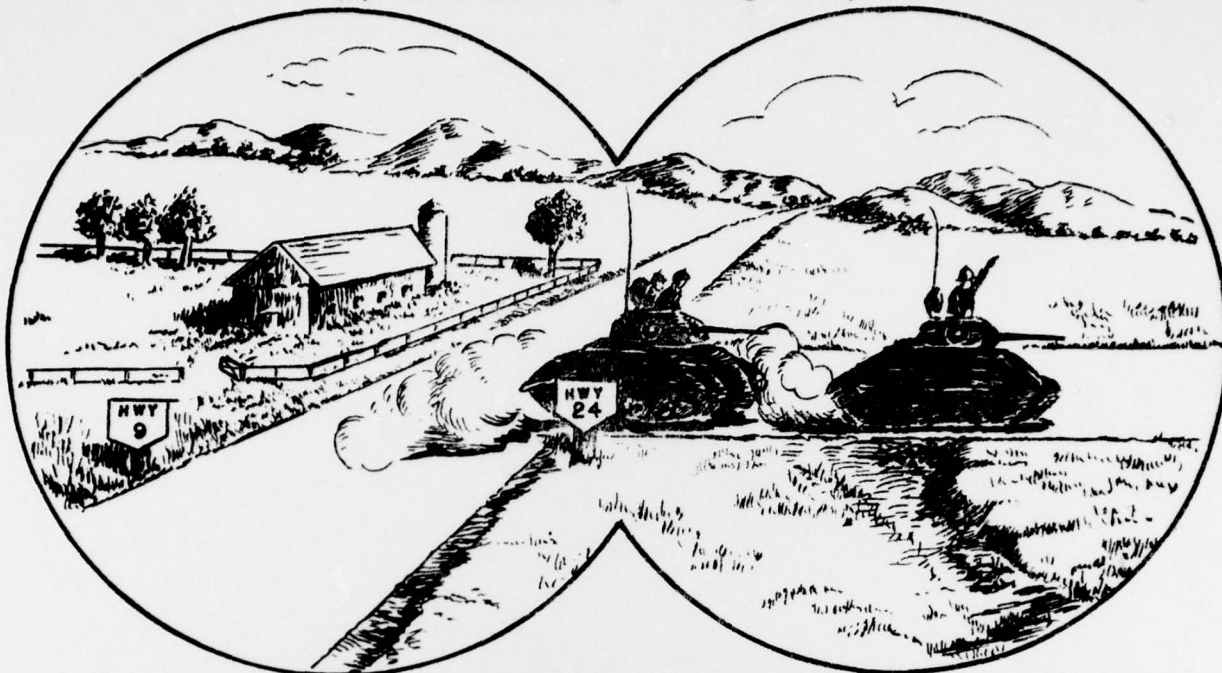
Materials required: Copy of this sketch.
Message blank, pencil.

(Solution and material should be left off of sketch given to soldier.)

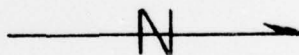
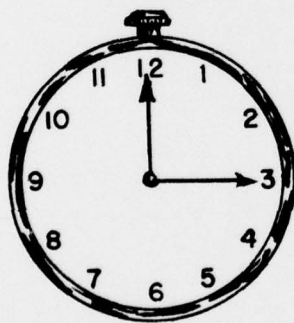
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(5) Situation No 13. - Recognition, orientation and report.



You are posted as a security guard for your squad when you observe this through your field glasses. What is your written report?



Solution. - Two enemy Aggressor tanks turned north onto Hwy 24 from Hwy 9 at 1500 hours.

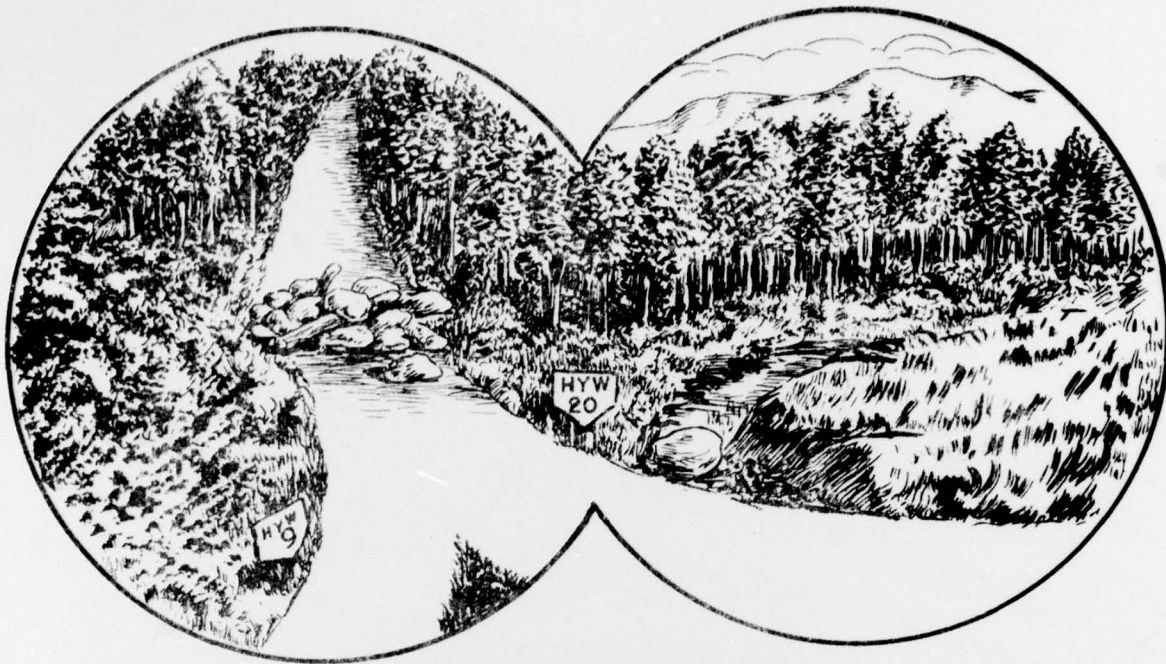
Materials required: A copy of this sketch.
Message blank, pencil.

(Solution and materials should be left off of sketch given to soldier.)

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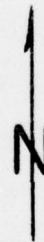
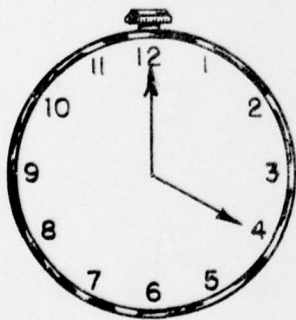
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(6) Situation No 14. - Recognition, orientation and report.



It is late in the afternoon and you are on a reconnaissance patrol. You observe this through your field glasses. What is your oral report? What is your written report?

Solution. - Road block north of RJ Hwy 20 and Hwy 9 at 1600 hours.



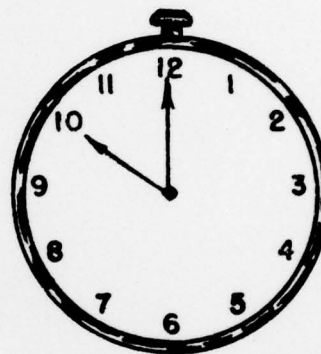
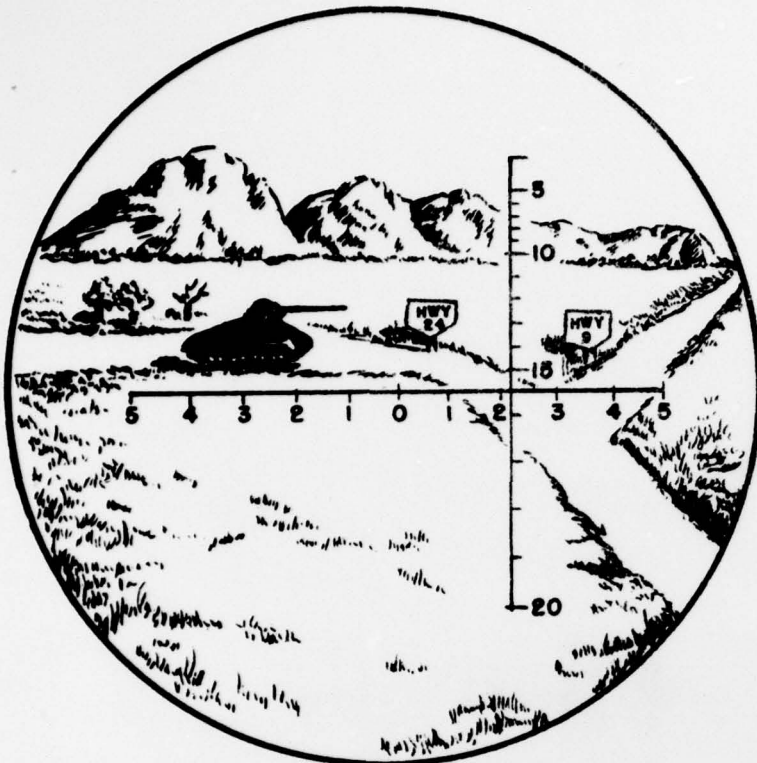
Materials required: - A copy of this sketch.
Message blank, pencil.

(Solution and materials should be left off of sketch given to soldier.)

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j. Situation No 15. - Use of Mil formula and field glass and reporting.



You are an observer at OP No 1 looking in the direction of RJ Hwy 9 and Hwy 24. You observe the above scene through your field glasses. At an estimated range of 2000 yards to your direct front there is a halted Aggressor tank. How far is the tank from the road junction? What is your oral report?

Solution. - 120 yards. Enemy Aggressor tank halted on road 120 yards west of RJ Hwy 9 and Hwy 24 at 1000 hours.

Materials required: This sketch.

Section IV - INTEGRATION WITH UNIT AND COMBINED TRAINING

9. If you have been denied the privilege of leading your troops through their individual training, you can, of course, choose to employ the situations and techniques shown in section III in addition to the situations presented herein. These latter situations are specifically designed for integration with the regularly scheduled program of unit and combined training.

10. It will be advisable to continue the employment of situations similar to those elucidated in section III on a smaller scale, since there

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will undoubtedly be minor changes in your enlisted personnel strength because of normal attrition. All individuals in the unit should be brought to a satisfactory standard.

11. Situation No 16. - Recognition and reporting.

This technique may be employed during the practical work phase of training in Radio Communications, or during maneuver phases when your unit is operating a radio net.

The radio net is in operation. During the exercise a station (simulated by an officer or designated NCO using one of the sets) breaks into the net and fails to properly authenticate. The unknown station asks for the location of the station that answers him.

Solution. - The individual operating the answering station does not give the requested information, but immediately reports the incident to his unit leader. The questions - who, what, where, and when - should be answered in his report.

Materials required: - Radio equipment being employed.

12. Situation No 17. Recognition and reporting.

This technique may be employed during the practical work phase of training in Telephone Communications, or during maneuver phases, etc., when your unit is engaged in operating a wire net.

A wire net is in operation. One of the units is called (by an officer or designated NCO using one of the telephones in the net) and told to "close station, march order."

Solution. - The individual answering the telephone attempts to get authentication of the message. (Since he cannot) he reports the incident to his unit leader. The questions who, what, when, and where are answered in his report.

Materials required: Equipment being used for regular training.

13. Situation No 18. - Recognition and reporting.

This problem may be employed during the practical work phase of training in wire laying, or during unit or combined problems in which wire will be employed.

A wire crew is laying wire to the next lower unit headquarters or to an OP. An Aggressor patrol of two men is spotted about 500 yards from the lineman.

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Solution. - The lineman allows the patrol to continue and reports without delay to the closest headquarters or unit. If the lineman is carrying a telephone, he calls the headquarters immediately, reporting who, what, when, and where in either case.

Materials required: Equipment normally employed.
2 Aggressor uniforms.

14. Situation No 19. - Recognition, reporting, and turn-in of documents.

This situation may be used during the practical work phase of training in telephone communications, or during unit or combined training in which wire equipment is employed.

The wire net is in operation, when a break in communications occurs (an officer or designated NCO breaks a section of the line and drops an Aggressor document near the break). The lineman checking the line finds the break and the document.

Solution. - Lineman should turn in document stating the date, time, and circumstances and answering the questions what, when, and where.

Materials required: Equipment normally employed for the problem.
One Aggressor document.

15. Situation No 20. - Recognition, reporting, and processing of prisoners.

This situation may be employed during any phase where the unit is making a tactical road march.

The unit is marching along the road. One of the soldiers in the lead unit hears groans coming from a ditch or clump of bushes alongside of the road. Upon investigation a wounded Aggressor soldier is found lying in the ditch.

Solution. - If the enemy is considered badly wounded, first aid should be administered. The soldier immediately reports the incident to his squad leader answering the questions who, what, when, and where.

Materials required: One Aggressor uniform.
Moulage to represent a wound or bandage or rag soaked with a red dye.

16. Situation No 21. - Recognition, processing of prisoners, and reporting.

The following situation may be employed during any phase of tactical training involving the attack of a terrain objective by a small unit:

A small unit is participating in the attack of a terrain objective. During the reorganization of the objective, the squad leader orders one of the members of the squad to a specific place, into which observation from the objective is obscured by foliage or a ravine. The individual moves to the point ordered and discovers a befuddled Aggressor soldier.

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Solution. - The Aggressor is disarmed and taken to the squad leader. The soldier makes his report. He returns to the point of capture and searches the area for possible documents.

Materials required: One Aggressor uniform, rifle, and cartridge belt.

17. Situation No 22. - Recognition, reporting, and turning in of documents.

The following situation may be employed whenever a unit is planned to use a specified area for a tactical operation or exercise, such as a bivouac, organization of the ground, hasty fortifications, etc:

Prior to the arrival of the unit, a known number of Aggressor documents are planted in the area to be used.

Solution. - Individuals finding the documents should turn them in to their immediate supervisors telling them the place, date, time and circumstances of their capture.

Materials required: 10 documents (Aggressor) per company, or as desired.

18. Situation No 23. - Recognition, reporting, and turning in of documents.

The following situation may be employed during the practical work phase of operations in villages and towns:

The small unit attacks the village. In the houses are scattered 2 Aggressor uniforms (stuffed with paper or excelsior) and a known number of Aggressor documents. The individual who discovers any of these items should report them to his leader, answering questions who, what, when, and where. Documents should be turned over to the unit leader.

19. Situation No 24. - Recognition and reporting.

The following situation may be employed when a unit is bivouaced in the field at night:

Local security is posted and alerted to the possible presence of enemy patrols. During the night each relief of sentries may be exposed to the following sounds and lights at specified times:

- a. Sound of digging by Aggressor.
- b. Sound of talking by Aggressor.
- c. Vehicle engine starting and stopping, vehicle moving.
- d. Sound of tail-gate of truck being dropped.

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- e. Firing of rifle (with blank cartridges).
- f. Firing of a machine gun (with blank cartridges).
- g. A moving light at a distance (500 - 1000 yards).
- h. An Aggressor lighting a cigarette in the vicinity of the party digging.

Solution. - Individuals hearing or seeing these enemy activities should report to their immediate superiors as soon as possible, giving who, what, where, and when. By scheduling these activities, you can get an indication as to the alertness of the individual.

Materials required: 1 shovel.
1 pick.
2½-ton truck or other vehicle with tail-gate.
1 flash light.
1 rifle.
1 machine gun with blank firing attachment.
Several cigarettes and matches.
25 rounds of .30 cal blank ammunition.

20. Situation No 25. - Recognition and reporting.

The following situation may be used when a unit is bivouaced in the field during the day:

Local security is posted and alerted to the possibility of enemy activity.

During the period each relief of sentries may be exposed to the following sounds and activities, at scheduled times:

- a. Sound of digging by Aggressor.
- b. Sound of talking by Aggressor.
- c. Sound of vehicle engine starting and stopping, vehicle moving.
- d. Sound of tail-gate of vehicle being dropped.
- e. Appearance and disappearance of a 3-man enemy patrol at a distance.
- f. Firing of a rifle (with blank cartridges).
- g. Firing of a machine gun (with blank cartridges).

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Solution. - Individuals seeing or hearing any of these enemy activities should report to their immediate superiors as soon as possible, giving who, what, where, and when. By scheduling these activities, you can get an indication of the alertness and accuracy of the individual.

Materials required: 1 shovel.
1 pick.
2½-ton truck or other vehicle with tail-gate.
1 rifle.
1 machine gun with blank firing device.
25 rounds of .30 cal blank ammunition.
3 Aggressor uniforms.

21. Situation No 26. - Recognition and reporting.

The following situation may be employed when a unit is on patrol, road march, or other tactical problem. As unit is performing its task, artillery fire (simulated by sound and flash simulator) is heard to the front flanks or rear.

Solution. - Individuals report this to their unit leader covering the four W's (who, what, where, when).

Materials required: Aggressor sound and flash simulator.

22. Situation No 27. - Direction, recognition, and reporting.

The following situation may be employed when a unit is engaged on a road march along an unfamiliar route. At predetermined halting point, groups of silhouettes cut in the form of Aggressor are placed in outlined hasty positions at a specified range where they can be observed from the road. Small units are halted at these predetermined points.

Solution. - Individuals observe and report the four W's.

After this has been accomplished, or if individuals fail to observe silhouettes, the squad leader asks each man to locate himself on the map and identify specific terrain features (previously selected).

Materials required: 4 silhouettes per halting point.
Filled sand bags for outlining positions.
1 map per squad.
1 compass per squad.

23. Situation No 28. - Reporting and turning in of enemy equipment.

The following situation may be employed when a unit is engaged in the practical work phase of employment of antitank mines and booby traps:

Several antitank mines and booby traps are emplaced and concealed at specified points in the area designated for the practical work phase.

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The squad leader assigns his men to emplace their mines or booby traps in the immediate vicinity of the hidden enemy devices.

Solution. - Individuals find, mark and report enemy devices, covering the four W's in their report.

Materials required: Those normally employed for training.

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CHAPTER 2 - TESTS

Section I - GENERAL

24 From time to time during your training you will want to measure the effectiveness of your training, the amount of information that your unit has absorbed. Can they observe and report properly? Certainly you will want to know this prior to entering combat, or prior to sending the soldier as a replacement. (As a good small unit leader, you will probably know the intelligence capabilities of 90% of your men; however, we are interested in everybody; the other 10% may be the group that will count in battle.)

25. Many of the situations used in sections III and IV of chapter 1 may be employed. The chief consideration will be the time, terrain, and materials available to you for making your test and the degree of coverage you would like to get.

26. By choosing specific situations you may conduct your test in the company area or even in barracks; it may be conducted on shipboard on your way over, or you may fit it to any piece of terrain that you desire if you continue to show that "small unit commander ingenuity."

27. Certain situations can be included in regular training tests given the soldier during his various stages of training. This, of course, will have to be coordinated at battalion.

28. You will find that a considerable amount of training is accomplished during the test. Any test given should be followed by a critique during which the answers of all situations are given.

29. Motivation will not be a problem if you strive to achieve realism in your conduct of the test and promote intra-squad or platoon competition.

Section II - A TYPE TEST

30. The following test lends itself to presentation on almost any type terrain. It is suggested merely as a guide to be used in preparation of your test.

The test consists of ten situations which take place at ten stations on a circular course as shown on the Schematic Diagram.

For scoring you can employ the point system with 1000 points being the maximum. A score of 700 points could be set as passing.

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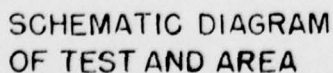
To assist you in keeping an accurate account of each man's progress, furnish each station leader with a unit roster. He can write the score each man receives beside his name. You then have a test record of each man by station.

Hold a critique when the test has been completed and give everyone the answers to the situations plus their own total scores.

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Silhouettes

Building



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a. Station No 1. - Memory Test.

Situation. - When soldier approaches station, items listed below are hidden by blanket or target cloth. The NCO then orients soldier as follows: "You will be permitted to see the objects under this cover for 30 seconds. At the end of 30 seconds I will cover them. You will then list the objects on this pad of paper. You will be graded on accurately listing the objects that you see. Any questions?" NCO gives soldier pad of paper and pencil, consults his watch, reveals items for 30 seconds.

Solution. - Grading for this station is 100 points for correct listing of all items; a minus ten for each item missed.

Materials for test: Submachine gun.
Magazine for above.
Compass.
Bayonet.
Aggressor leaflet.
Pair of wire cutters.
Aggressor helmet.
Pocket knife.
Message book.
Pencil.

Materials needed for processing: 1 pad.
1 pencil.
1 wristwatch.

Any ten common items of equipment can be used in test. The above were picked at random.

b. Station No 2. - Range estimation and oral report.

Situation. - When soldier approaches station, he is oriented by NCO in charge of station as follows: "This station is one involving range estimation and reporting. To your direct front is an enemy installation. You will be graded on correct estimation of range and correct oral report."

At 450 yds (north, south, east, west) of station is (outlined on the ground) a two-man foxhole.

Placed in the foxhole in a visible position are two silhouettes cut to represent Aggressor.

Solution. - 2 enemy Aggressors dug in 450 yards (north, south, east, west) of Station No 2, time.

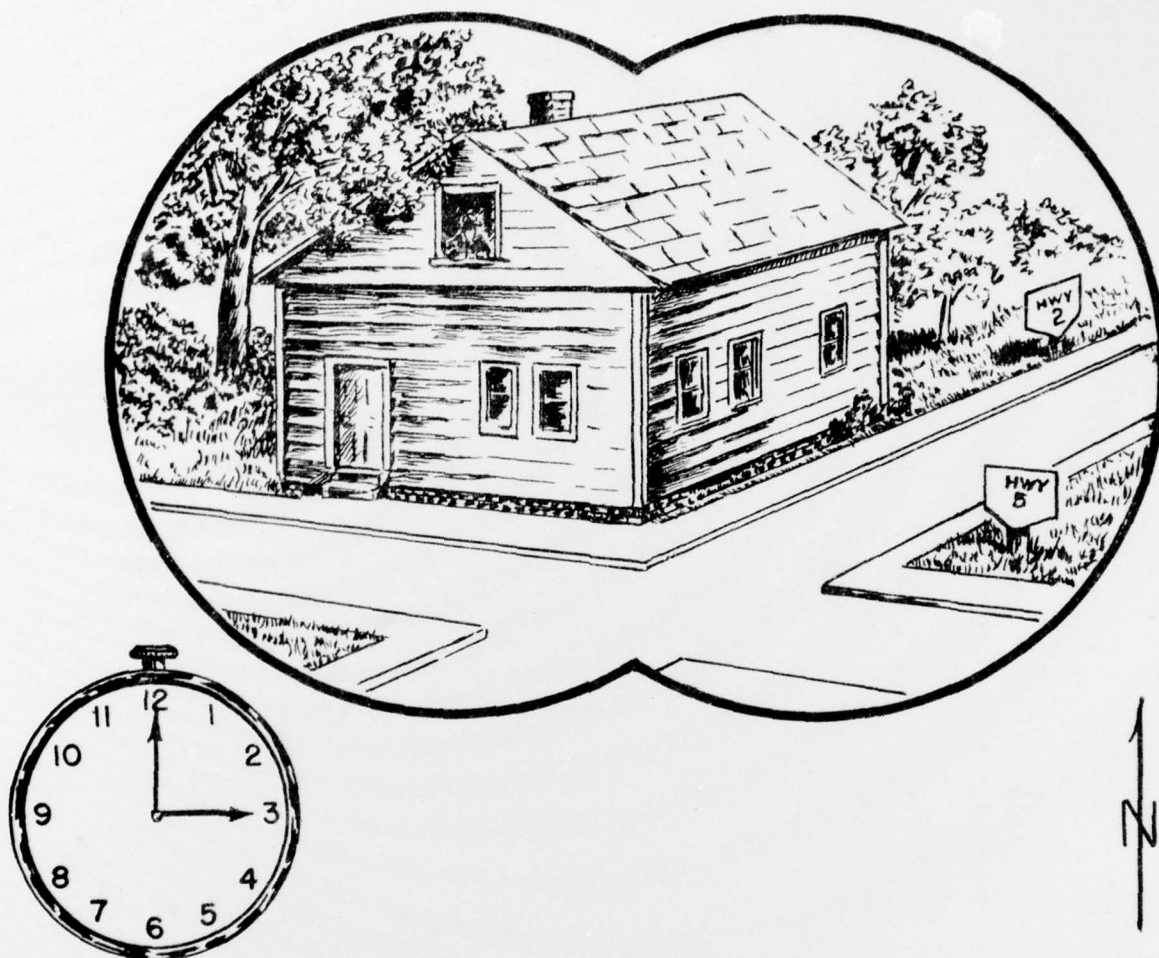
Range actually used can vary with the terrain. Scoring 50 points for estimation of range, 50 points for adequate oral report.

Materials required: 2 silhouettes.
10 filled sand bags.

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c. Station No 3. - Recognition and reporting.



It is early afternoon. You are an observer at OP No 1. You see the above scene through your field glasses. What is your written message?

Situation. - When soldier arrives at Station No 3, he is handed the above sketch, a message blank, and pencil.

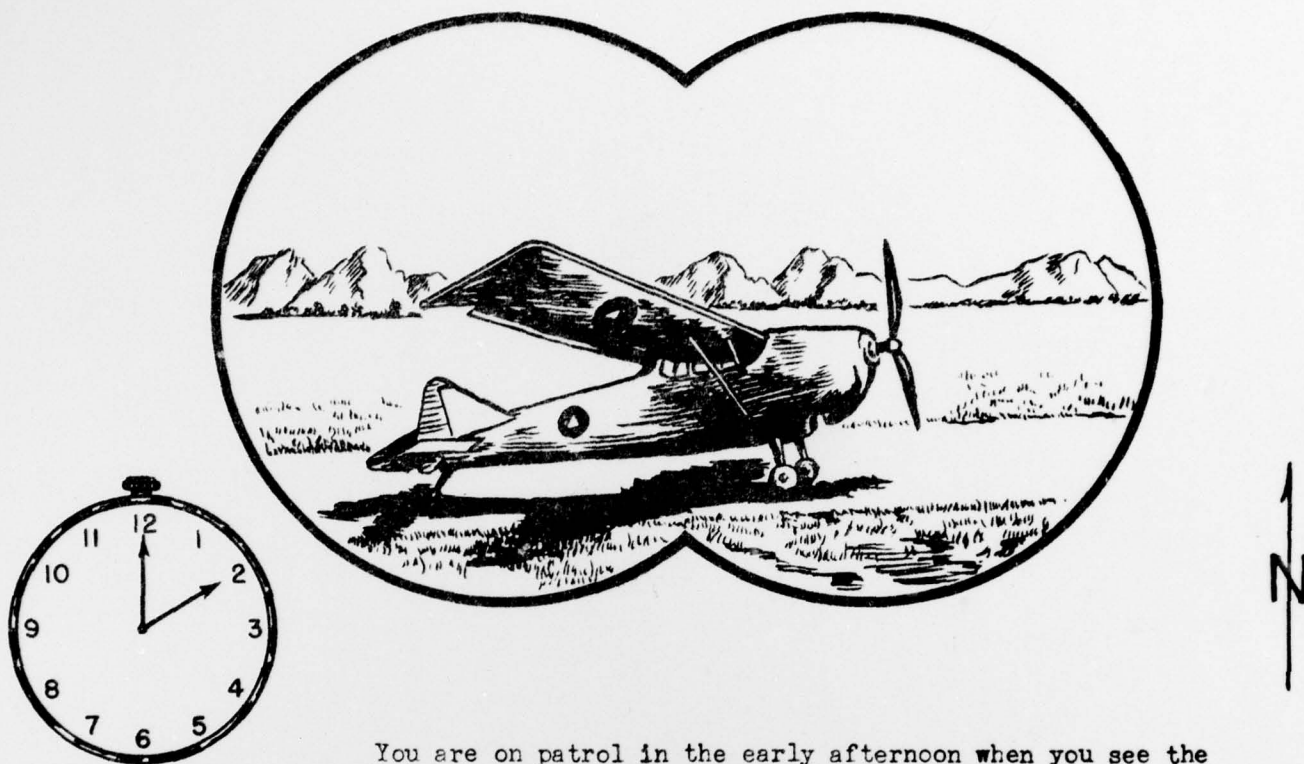
Solution. - Message stating "Enemy Aggressor in house at north corner of RJ Hwy 5 and Hwy 2 at 1500 hours." Scoring as shown:

Who (Enemy Aggressor)	10 points
What (in house)	10 points
When (time)	30 points
Where (North corner RJ Hwy 5 and Hwy 2) -	50 points
Total	100 points

Materials required: This sketch, pencil, message blank.

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d. Station No 4. - Recognition and reporting.



You are on patrol in the early afternoon when you see the above scene through your field glasses approximately 1500 yards to your front. What is oral report?

Situation. - When the soldier arrives at this station he is shown the above sketch and told he will be graded on his report.

Solution. - Enemy Aggressor airplane on edge of field 1500 yards North of my position at 1400 hours.

Scoring:	Who	-	25 points
	What	-	25 points
	When	-	25 points
	Where	-	25 points
	Total		100 points

Materials required: The above tracing.

e. Station No 5. - Recognition.

Situation. - Select an illustration of a common armored vehicle listed in FM 30-40, with changes 1 to 4. Trace a silhouette using a "skin sheet" and a pencil. Superimpose the trigon on the turret.

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When the soldier arrives at this station, he is shown this tracing and asked to identify it.

Solution. - The type of vehicle you have traced labeled as an Aggressor vehicle.

Scoring. - 100 points for correct answer. 50 points if only vehicle type is mentioned, 50 points only if soldier states it is an Aggressor armored vehicle and does not identify the type.

Materials required: Your tracing.

f. Station No 6. Use of binoculars, mil formula and reporting.

Situation. - Approximately 100 yards from an identifiable land or cultural feature at a measured range, construct an outline of a foxhole with sand bags. Install 2 silhouettes and a light machine gun.

When the soldier arrives at the station, he is handed the field glasses and a message blank with pencil. He is told: "The range to that (land or cultural feature) is (measured distance) yards. There is an enemy installation in the vicinity. You will be graded on your report."

Solution. - Soldier locates and identifies installation with the known range of the land or cultural feature, and use of mil scale in binoculars he measures distance in mils. With the mil formula he converts to yards and then writes his message giving the four W's.

<u>Scoring.</u> - Correct use of formula and binoculars --60 points		
Who	10	"
What	10	"
When	10	"
Where	10	"
	<u>10</u>	"
Total	100	"

Materials required: 2 silhouettes cut to represent Aggressor.
10 filled sand bags.
1 pair binoculars.
1 message blank and pencil.

g. Station No 7. Recognition, processing of prisoner, and reporting.

Situation. - When soldier arrives at Station No 7, he will receive orientation. He will be handed a message blank and pencil. In the immediate vicinity will be an armed Aggressor.

Solution. - Soldier disarms Aggressor, searches him, turns him over to NCO. Makes out his report covering the four W's.

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Scoring. - Disarming	30 points
Searching	30 "
Turning him over to NCO	20 "
Report	
Who	5 "
What	5 "
When	5 "
Where	5 "
Total	100 "

Materials required. - 1 Aggressor uniform.
1 rifle.
1 message blank.
1 pencil.

h. Station No 8. Turning over of documents and oral reporting.

Situation. - When soldier arrives at Station No 8, he receives no orientation except that the enemy has just withdrawn from the area. In the immediate vicinity is an enemy foxhole. Abandoned on the parapet is a cartridge belt. On the bottom of the foxhole is a document.

Solution. - Soldier discovers equipment and document, and turns them over to NCO on station with oral report covering the four W's.

Scoring. - Finding cartridge belt	25 points
Finding document	25 "
Turnover to NCO	30 "
Oral Report	
Who	5 "
What	5 "
When	5 "
Where	5 "
Total	100 "

Materials required: Aggressor document.
Cartridge belt.

i. Station No 9. - Processing of wounded prisoner, and reporting.

Situation. - As soldier approaches Station No 9, he stumbles over, or discovers, dying Aggressor lying in path. Dying Aggressor has attempted to hide document beneath him.

Solution. - Soldier attempts to administer first aid with materials available. When Aggressor dies, he searches Aggressor, rolls him over to see if he is hiding any documents, searches ground beneath him. Continues to station NCO, turns over documents and reports, covering the four W's.

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Scoring. - Attempts to administer first aid	- 20 points
Searches prisoner	20 "
Searches ground beneath prisoner	20 "
Turns over 2 documents	
One from pocket	10 "
One from beneath prisoner	10 "
Reports	
Who	5 "
What	5 "
When	5 "
Where	5 "
Total	100 "

Materials required: 1 Aggressor uniform.
1 moulage.
2 Aggressor documents.

j. Station No 10. - Sketching and reporting.

Situation. - When soldier arrives at Station No 10, he is given a pad and pencil and oriented as follows: "To your front are several enemy installations. Locate them by sketch and report. Here is your compass."

Two enemy fortifications are represented on the ground several hundred yards to the front of the station. One installation is a foxhole outlined with sand bags with a silhouette inside and a rifle. One installation is a two-man foxhole outlined, with a machine gun emplaced, two silhouettes in the emplacement. Both enemy installations should be sighted to fire down a road or trail.

Solution. - Soldier represents picture of the ground with reasonable accuracy showing both enemy installations.

Scoring. - North direction	20 points
Road or trail	20 "
Positioning of 2 enemy installations	30 "
General features	30 "
Total	100 "

Materials required: 3 silhouettes cut to represent Aggressor.
1 rifle.
1 light machine gun.
Pad and pencil.

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CHAPTER 3 - MATERIALS AND REFERENCES

Section I - MATERIALS

31. In the implementation of the situations and techniques outlined in this guide, it will be necessary for you to obtain items of clothing and equipment normally used by Aggressor. For the greater part, you will be able to obtain any item listed from your battalion or regimental S2. Such items as uniforms, insignia, and documents should be readily available in all units since the normal issue of uniforms is about 1000 per Division and 400 per separate RCT. If you should have difficulty in obtaining these basic items or you desire to embellish the suggested situations, see letter, Department of the Army, 26 April 1950, subject: "A Uniform Procedure for Obtaining Aggressor Material for Overseas Theaters." The file number is AGAO-S 354.2 (28 Mar 50)64/D5-M; that is, if you are overseas. If you are here in the Continental US, see letter, OCAFF, ATFAC-Int 400/74(31 May 49), 31 May 1949, subject: "Aggressor Uniform, Simulation Equipment, and Ammunition." With these letters in the hands of a good supply officer you should be able to obtain the greater part of what you desire.

32. The Aggressor charts, "Know Your Aggressor Enemy," (size 44"x30"), of course, are available through normal Adjutant General supply channels. If you don't have them posted, it's your own fault. They show insignia, grade, type uniforms, and markings. Posted in the day room, they will add impetus to your program.

33. Several placards made up with the Aggressor trigon will make any vehicle, from jeep to tank, an Aggressor. About ten minutes work with paint brush and salvage cardboard will find you with vehicular training aids.

34. Aggressor uses the same type arms that we do, so there should be no real difficulty on that score. Attachment for firing blank cartridges and other such training devices and attachments are listed in T/A 20-2.

Section II - BIBLIOGRAPHY AND REFERENCES

35. A perusal of the following Department of the Army publications will be instrumental in furthering your progress. You undoubtedly have a working knowledge of most of these field manuals, but just in case you've forgotten, here is a list of them to aid you:

a. These publications contain general or specific references to intelligence and observation subject:

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FM 5-5	Engineer Troops
FM 5-20	Camouflage
FM 6-130	Field Artillery Intelligence
FM 6-135	Forward Observation
FM 21-25	Elementary Map & Aerial Photograph Reading
FM 21-26	Advanced Map & Aerial Photograph Reading
FM 21-30	Conventional Signs, Military Symbols and Abbreviations
FM 21-75	Combat Training of the Individual Soldier
FM 30-5	Combat Intelligence
FM 30-15	Examination of Personnel, Documents
FM 30-16	Examination of Materiel
FM 30-30	Recognition, Pictorial Manual, Aircraft
FM 30-40	Recognition, Pictorial Manual, Armored Vehicles
FM 70-10	Mountain Operations
FM 70-15	Operations in Snow and Extreme Cold
FM 72-20	Jungle Warfare
FM 100-5	Field Service Regulations: Operations
FM 101-5	Staff and Combat Orders
TM 20-205	Dictionary of US Army Terms
SR 310-20	List of Training Publications

b. These publications deal generally or specifically with Aggressor, Maneuvers and Maneuver Control.

FM 30-101	The Maneuver Enemy
FM 30-102	Handbook on Aggressor Military Forces
FM 30-103	Aggressor Army Order of Battle
FM 30-105	Aggressor Army Representation, Operations, and Equipment
FM 105-5	Umpire Manual
FM 21-5	Military Training

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